



US 20190262724A1

(19) **United States**(12) **Patent Application Publication** (10) **Pub. No.: US 2019/0262724 A1**
(43) **Pub. Date:** **Aug. 29, 2019**(54) **DISCOVERY AND DETECTION OF EVENTS
IN INTERACTIVE CONTENT**(71) Applicant: **Sony Interactive Entertainment LLC**,
San Mateo, CA (US)(72) Inventors: **Steven Trombetta**, San Mateo, CA
(US); **Christopher Thielbar**, San
Francisco, CA (US); **James Fairbairn**,
Novato, CA (US)(21) Appl. No.: **15/908,712**(22) Filed: **Feb. 28, 2018****Publication Classification**(51) **Int. Cl.**
A63F 13/86 (2006.01)
A63F 13/798 (2006.01)(52) **U.S. Cl.**CPC *A63F 13/86* (2014.09); *A63F 13/32*
(2014.09); *A63F 13/798* (2014.09)(57) **ABSTRACT**

Systems and methods for discovery and detection of events in interactive digital content are provided. A plurality of game titles may be hosted on a gaming network platform, and gameplay data in sessions involving the plurality of game titles may be tracked in real-time. Each session may be associated with a stream. One or more event criteria may be stored for each of a plurality of predefined events of interest. An event of interest may be identified when the tracked gameplay data for a session meets the stored criteria. A list of available streams identified as including the identified event may be sorted, and a subset of the available streams may be identified as being at a top of the list. A notification may be provided to a spectator device, the notification including a link to one of the streams in the subset. The criteria for the event of interest may also be updated based on subsequent game data and feedback (e.g., use of the link).

100